WHAT IS CLAIMED IS:

1. A method of generating a display on a computer screen in a computer system, the method comprising:

displaying a three-dimensional environment;

displaying at least two tasks in the three-dimensional environment, each task capable of including an image of at least two windows;

displaying the movement of one of the tasks in the three dimensional environment in response to input from a user.

2. The method of claim 1 wherein displaying a three-dimensional environment comprises displaying the three-dimensional environment from the point of view of a camera in the three-dimensional environment.

3. The method of claim 2 wherein displaying a three-dimensional environment further comprises moving the camera in the three-dimensional environment based on input from the user.

4. The method of claim 3 wherein moving the camera comprises moving the camera to a preset location in the three-dimensional environment such that the user does not steer the camera to the location.

5. The method of claim 3 further comprising displaying a movement control in the three-dimensional environment and wherein moving the camera comprises moving the camera in response to the user selecting a movement control.

6. The method of claim 5 wherein displaying a movement control comprises displaying an arrow control that points in a direction of possible movement for the camera and wherein moving the camera comprises moving the camera in the direction pointed to by the arrow control when the user selects the arrow control.

7. The method of claim 6 wherein displaying a movement control further comprises displaying an image of a human figure proximate the arrow control.

8. The method of claim 5 wherein displaying a movement control comprises displaying a home control and wherein moving the camera comprises moving the camera to a preset position in the three-dimensional environment when the user selects the home control.

9. The method of claim 5 wherein displaying a movement control comprises displaying an overview control and wherein moving the camera comprises moving the camera to a position where the user can view the entire three-dimensional environment when the user selects the overview control.

10. The method of claim 5 wherein displaying a movement control comprises receiving a signal from a touch-sensitive input device indicative of a user touching the input device and displaying the movement control in response to the signal.

11. The method of claim 10 further comprising receiving a second signal from the touch-sensitive input device indicative of a user not touching the input device and removing the movement control from the display in response to the second signal.

12. The method of claim 1 wherein displaying a three-dimensional environment comprises displaying a room in the three-dimensional environment by displaying a set of surfaces comprising a floor

13. The method of claim 12 wherein displaying a room further comprises displaying a right side wall and a left side wall.

14. The method of claim 13 wherein displaying a room further comprises displaying a ceiling connecting the right side wall to the left side wall.

15. The method of claim 12 wherein displaying a three-dimensional environment further comprises displaying a plurality of conjoined rooms wherein each room has a different appearance.

16. The method of claim 12 wherein displaying the movement of one of the tasks comprises displaying the movement of the task along one of the surfaces from the set of surfaces.

17. The method of claim 12 wherein displaying the movement of one of the tasks comprises displaying the movement of the task from one of the surfaces from the set of surfaces to an adjacent surface from the set of surfaces

18. The method of claim 1 wherein displaying at least two tasks comprises displaying an image of a task on a three-dimensional object.

19. The method of claim 1 further comprising displaying a menu comprising a task movement selection and wherein displaying the movement of one of the tasks is based on the user selecting the task movement selection.

20. A computer-readable medium having computer-executable components comprising:

a display environment component capable of displaying a three-dimensional environment;

a display task component capable of displaying at least two window images

in each of at least two task images in the three-dimensional environment; and

a move task component capable of moving at least one of the task images in the three-dimensional environment in response to input from the user.

21. The computer-readable medium of claim 20 further comprising a camera positioning component capable of positioning a camera in the three-dimensional environment based on input from the user, the camera providing a point of view used by the display environment component to display the three-dimensional environment.

22. The computer-readable medium of claim 21 further comprising a movement control component capable of displaying a movement control in the three-dimensional environment wherein the camera positioning component positions the camera based on the user selecting a movement control from the display.

23. The computer-readable medium of claim 22 wherein the movement control component is capable of displaying a movement control comprising an arrow pointing in a direction and wherein the camera positioning component moves the camera in the direction pointed to by the arrow when the user selects the arrow.

24. The computer-readable medium of claim 23 wherein the display movement control component is further capable of displaying a representation of a human figure near the arrow.

25. The computer-readable medium of claim 22 wherein the movement control component is capable of displaying a movement control comprising a home control and wherein the camera positioning component moves the camera to a preset position in the three-dimensional environment when the user selects the home control.

26. The computer-readable medium of claim 22 wherein the movement control component is capable of displaying a movement control comprising an overview control and wherein the camera positioning component moves the camera to an overview position providing a view of the entire three-dimensional environment when the user selects the overview control.

27. The computer-readable medium of claim 21 wherein the camera positioning component is capable positioning the camera by moving the camera to a preset position in the three dimensional environment, the preset position such that a same input value moves the camera to the preset position from two different positions in the three-dimensional environment.

28. The computer-readable medium of claim 21 wherein the preset position is located in front of a focus task in the three-dimensional environment, the focus task comprising windows that the user can manipulate.

29. The computer-readable medium of claim 20 wherein the move task component comprises a link task image to cursor sub-component that is capable of linking the task image to a cursor displayed in the three-dimensional environment so that the task image moves with the cursor in the three-dimensional environment.

30. The computer-readable medium of claim 29 further comprising a menu generation component capable of displaying a menu comprising a task movement selection that invokes the link task image to cursor component when it is selected by the user.

31. A method of generating a display on a computer screen, the method comprising:

displaying a non-focus task in a three-dimensional environment, the non-focus task capable of including an image of at least two windows;

displaying a stage area in the three dimensional environment;

moving the non-focus task to the stage area based on a user input; and

making the non-focus task a focus task by displaying the at least two windows such that the user can manipulate at least a portion of one window.

32. The method of claim 31 further comprising:

before moving the non-focus task to the stage area, displaying a previous focus task in the stage area;

converting the previous focus task into a converted non-focus task; and

moving the converted non-focus task away from the stage area.

33. The method of claim 32 wherein converting the previous focus task into a converted non-focus task comprises:

capturing an image of the previous focus task as it appears on the stage area; and

replacing the previous focus task with the image of the previous focus task, the image of the previous focus forming the converted non-focus task.

34. The method of claim 33 wherein capturing an image of the previous focus task comprises:

moving a virtual camera from a current position to a preferred location in the three-dimensional environment;

rendering the image of the previous focus task from the point of view of the virtual camera;

storing the image of the previous focus task; and

returning the virtual camera to the current position.

35. The method of claim 33 further comprising:

displaying an image of the three-dimensional environment to the user from the point of view of the current location while the virtual camera is moved to the preferred location, the image of the previous focus task is rendered and stored and the virtual camera is returned to the current position.

36. The method of claim 31 further comprising:

before displaying the non-focus task, displaying a menu comprising a task selection associated with the non-focus task;

selecting the task selection based on input from the user; and

wherein displaying the non-focus task comprises moving a virtual camera in the three-dimensional environment so that the non-focus task is in view based on the task selection.

37. A computer-readable medium having computer-executable components comprising:

a environment display component capable of displaying a three-dimensional environment on a computer screen, the three-dimensional environment comprising at least one stage and at least one non-focus task;

a movement component capable of displaying animated movement of a non-focus task toward a stage; and

a conversion component capable of converting the non-focus task into a focus task when the non-focus task reaches the stage.

38. The computer-readable medium of claim 37 further comprising:

a focus conversion component capable of converting a previous focus task on the stage into a converted non-focus task; and

wherein the movement component is capable of displaying animated movement of the

converted non-focus task away from the stage.

39. The computer-readable medium of claim 38 wherein the focus conversion component comprises a snapshot component capable of replacing the previous focus task with an image of the previous focus task.

40. The computer-readable medium of claim 39 wherein the snapshot component is capable of generating the image of the previous focus task by moving a virtual camera to a preset location in the three-dimensional environment and rendering the appearance of the three-dimensional environment from the point of view of the virtual camera.

41. The computer-readable medium of claim 37 further comprising:

a menu generation component capable of generating a menu on the display before the movement component displays the animated movement of the non-focus task, the menu allowing a user to select the non-focus task as a focus task; and

a virtual camera movement component capable of moving a virtual camera in the three-dimensional environment to change the point of view of the three-dimensional environment shown on the

computer screen so that the non-focus task comes into view after it is selected by the user through the menu component.

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